

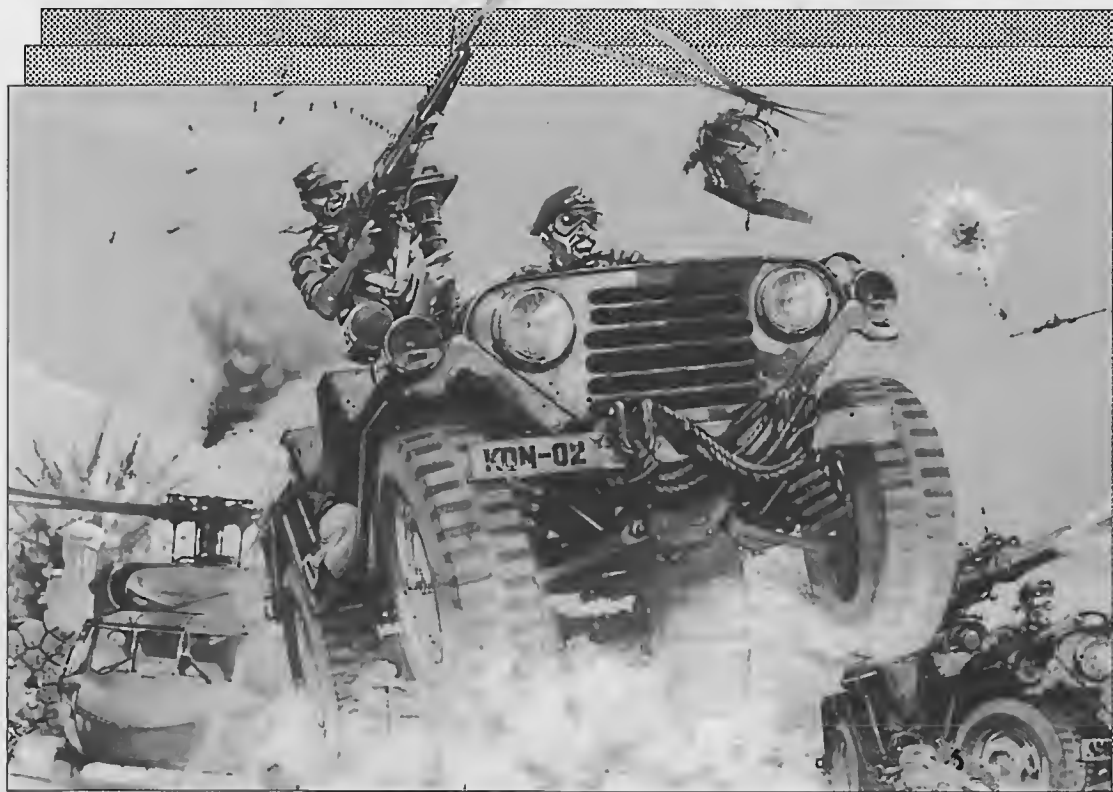


# JACKAL

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TM

## OPERATOR'S MANUAL



► WARNING

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## TECHNICAL INFORMATION

- (1) Required Power Capacity  
GND-Vcc 5V 3A or more  
GND-(+12V) See the WIRING DIAGRAM
- (2) Output  
R(red) analog, positive  
G(green) analog, positive  
B(blue) analog, positive  
Sync. H-V complexed, negative
- (3) Adjusting Sound Level  
In stereo mode, use the volume control of each channels separately (L and R).  
In monaural mode, use the L-volume control to adjust the sound level. The R-volume control is inoperative in mono mode.
- (4) Handle with care.

## HOW TO CHANGE MONAURAL/STEREO

Note: Mono and stereo sound cannot operate simultaneously.

### FOR MONO OUTPUT

Turn OFF the SW3 of the Dip Switch No.3.  
Connect pin 10 and pin L of the 56 pin edge connector to the loud speaker.

Use the L-volume control to adjust the sound level.

### FOR STEREO OUTPUT

Turn ON the SW3 of the Dip Switch No.3.

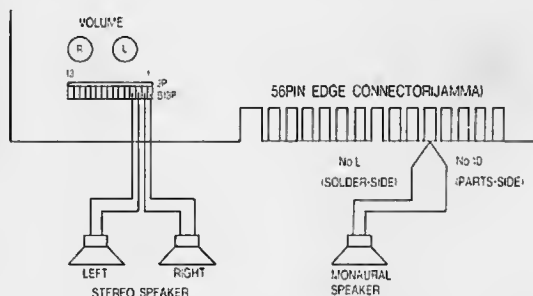
Use pins 1 and 2 of the 13 pin socket for the right hand channel.

Use pins 3 and 4 of the same socket for the left hand channel.

Turn R-volume control clockwise and the right hand channel becomes louder. Turn L-volume control clockwise and the left hand channel becomes louder.

Note: See diagram below.

Do not use pins 10 and L on the 56 pin edge connector.



## PLAY INSTRUCTION

Two player interactive game.  
Second player can enter at anytime.

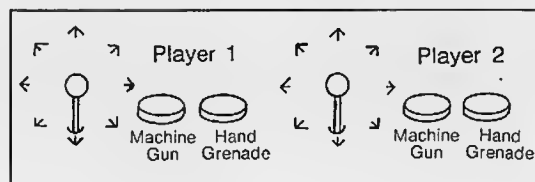
Attack camps guarded by enemy. Pick POW's up on your jeep. Take them to a heliport to let them get on a helicopter.

### POWER UP

Rescue the POW's in the buildings other than the camp as well. 4 levels of power up according to the number of POW's rescued.

- 1 POW : Rocket
- 2 POW's: Long range rocket
- 3 POW's: 'Spread' rocket
- 4 POW's: 'Star' rocket (full power up)

Higher score for letting the POW's board the helicopter. in continuous succession  
Full power up for releasing 8POW's in succession



## DIP SWITCH No.1 SETTINGS

### 1. COIN SWITCH NO.1 SETTINGS.

SW	1	2	3	4	COIN	PLAY
○	OFF	OFF	OFF	OFF	1	1
	ON	OFF			1	2
	OFF	ON			1	3
	ON	ON			1	4
	OFF	OFF	ON	OFF	1	5
	ON	OFF			1	6
	OFF	ON			1	7
	ON	ON			2	1
	OFF	OFF	OFF	ON	2	3
	ON	OFF			2	5
	OFF	ON			3	1
	ON	ON			3	2
	OFF	OFF	ON	ON	3	4
	ON	OFF			4	1
	OFF	ON			4	3
	ON	ON			FREE PLAY	

(ATTENTION)Free Play!

You can play games without coin

### 2. COIN SWITCH NO.2 SETTINGS.

SW	5	6	7	8	COIN	PLAY
○	OFF	OFF	OFF	OFF	1	1
	ON	OFF			1	2
	OFF	ON			1	3
	ON	ON			1	4
	OFF	OFF	ON	OFF	1	5
	ON	OFF			1	6
	OFF	ON			1	7
	ON	ON			2	1
	OFF	OFF	OFF	ON	2	3
	ON	OFF			2	5
	OFF	ON			3	1
	ON	ON			3	2
	OFF	OFF	ON	ON	3	4
	ON	OFF			4	1
	OFF	ON			4	3
	ON	ON			INVALIDITY	

## DIP SWITCH No.2 SETTINGS

### 1. THE NUMBER OF PLAYER'S LIFE.

SW	1	2	NUMBER
○	OFF	OFF	2
	ON	OFF	3
	OFF	ON	4
	ON	ON	7

### 2. BONUS LIFE.

SW	4	5	FIRST	SECOND
○	OFF	OFF	30,000	150,000
	ON	OFF	50,000	200,000
	OFF	ON	30,000	—
	ON	ON	50,000	—

### 3. DIFFICULTY OF THE GAME.

SW	6	7	DIFFICULTY
○	OFF	OFF	EASY
	ON	OFF	NORMAL
	OFF	ON	DIFFICULT
	ON	ON	VERY DIFFICULT

### 4. SOUND IN ATTRACT MODE.

SW	8	
○	OFF	OFF
	ON	ON

SW3 is not used.

## DIP SWITCH No.3 SETTINGS

### 1. VIDEO SCREEN FLIP

SW	1	VIDEO SCREEN FLIP
○	OFF	NORMAL
	ON	UPSIDE DOWN

### 2. SOUND MODE

SW	3	
○	OFF	MONO
	ON	STEREO

### 3. SOUND ADJUSTMENT FOR TABLE/UPRIGHT

SW	4	
○	OFF	TABLE
	ON	UPRIGHT

SW2 is not used.

○ Shows the recommended settings

## WIRING DIAGRAM

